A planet with clouds in the sky

Description automatically generatedA logo of a mouse

Description automatically generated

The Lab Rats’

PROJECT DOCUMENTATION

TAble of contents

[1.Our Team 3](#_Toc130637810)

[2. ENCOUNTERED DIFFICULTIES 3](#_Toc130637811)

[3. USED PROGRAMS and language 4](#_Toc130637812)

[4.Resume 5](#_Toc130637813)

[5. Idea 5](#_Toc130637814)

[6. workflow 5](#_Toc130637815)

[7. Conclusion 5](#_Toc130637816)

1.Our Team

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2. ENCOUNTERED DIFFICULTIES

During our work on this game project, we did not encounter many difficulties and issues with our team. The only problem was the limited free time that the members of our team had.

|  |
| --- |
| Difficulty: |
| 10 – Very Difficult / 1- Not that Difficult |

|  |  |
| --- | --- |
| Communication | 1/10 |
| Teamwork | 2/10 |
| Code | 4/10 |
| Role Distribution | 1/10 |

3. USED PROGRAMS and language

* C++

C++ was our main programming language.

* Raylib

Raylib is a simple and easy-to-use library to enjoy videogames programming. We used this library to make the graphic textures in our game.

* Visual Studio 2022

Visual Studio is an integrated development environment (IDE) from Microsoft. It ‘s used to develop computer programs including websites, web apps, web services and mobile apps.

* asesprite

Aseprite is a pixel art tool that lets you create 2D animations for videogames. This was the place where we designed our game and logo.

* Word

Microsoft Word or MS Word (often called Word) is a graphical word processing program that users can type with. Its purpose is to allow users to type and save documents. We used Word to create this documentation.

* Power Point

PowerPoint is a complete presentation graphics package. It gives you everything you need to produce a professional-looking presentation. This was the place where we did our presentation.

* Excel

Excel is a spreadsheet program from Microsoft and a component of its Office product group for business applications. This was the place where we did out QA documentation.

4.Resume

Hello! This is our team The Lab Rats and we decided to make a 2D game focused on ecology. For a programming language we chose to use C++. The main purpose of the game is for the player to understand how important is to keep our planet clean.

5. Idea

When the team gathered for the first time, we started thinking about what we had to do. After lots of ideas and proposals we chose to do a game focused on ecology.

6. workflow

As for the working progress- It went smoothly, without major problems. Even though we had some disagreements during our work regarding the idea for the game, we knew that we had to do it so we made a compromise with each other and then we cleared out what we had to do, to accomplish it.

7. Conclusion

In the end, after lots of late hours work, we finished the game. The work journey was quite enjoyable, yet under pressure, and we learned a lot about teamwork, time, and repository management.